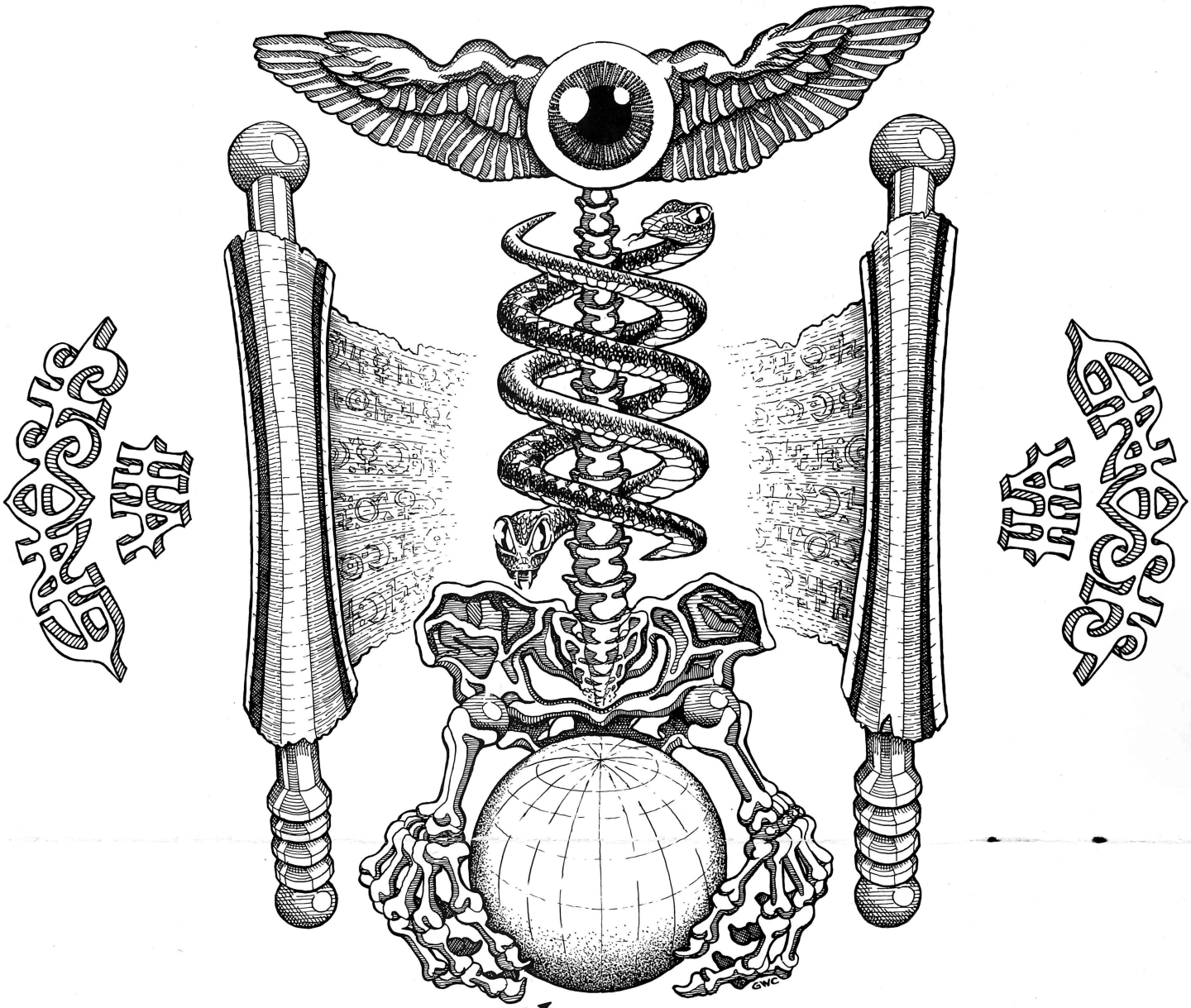

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REQUIRES 48K APPLE* II+ OR //e, ONE DISK DRIVE (DOS 3.3)

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PROGRAM SYNOPSIS

PROGRAM NAME: GNOSIS VII
LANGUAGE: Applesoft
MEDIUM: 5¼ In. Floppy, SSDD
SYSTEM REQUIREMENTS: 48K Apple II+ or //e, DOS 3.3

PROGRAM TYPE: Logic Puzzle
PLAYING LEVEL: 12 Yrs. to Adult
TOTAL SIZE: >225 Disk Sectors
PLAYING TIME: 30 to 120 Min.

FEATURES:

- Loadable, listable, modifiable, copyable and saveable program modules
- Two modes of play, five difficulty levels in each mode
- Blank logic charting worksheets included
- Detailed multi-page user guide containing instructions on disk booting and copying, structure and play of the game, and suggestions on playing strategy
- Key variable definitions and program line address information to facilitate user modification and experimentation
- A virtually infinite number of playing combinations — no two games the same

BASIC OVERVIEW: GNOSIS VII is a complex word logic puzzle set within an engaging role-playing scenario. The ultimate game objective is to discover the secret names of seven dynamic "Lords of Power", who are the spiritual and cultural governors of a mythical land called Gnosis. To accomplish this, the player must successfully perform a number of hierarchical, secular tasks: gaining employment, obtaining capital to buy raw materials, learning skills, and creating artifacts which are held in esteem by the seven principalities within Gnosis. The religion, economy and culture of each principality reflect the Lords honored there. These change, as the influencing Lords move randomly from principality to principality. The key to successful play lies in uncovering, piece by piece, the unseen connections between the spiritual and corporeal aspects of the game. Valuable bits of information are gained as a result of each game transaction. The chances for successful transactions increase as more information is gleaned. Good playing strategies involve a keen sense of deductive reasoning, clearly defined objectives, and careful observation and note-taking. Various hazards are encountered during the game: warfare, illness, highwaymen, evil emanations. The impact of each hazard depends upon the player's status and current store of knowledge. The ultimate hazard is old age and death — at which time a player's achievements are analyzed and scored.

LEARNING EXPERIENCES: GNOSIS VII simulates the interplay of common human aspirations within a larger sociological, religious and philosophical framework. In the land of Gnosis, as in the real world around us, every goal-directed behavior is regulated by larger forces whose identity, patterns and operating laws are initially unknown. The strategies one adopts in dealing with this situation in a gaming mode can reveal much about one's inner world-model and value system. GNOSIS VII can also be a useful tool in promoting an understanding of logical deduction, probability theory, information hierarchies and prerequisites, goal-setting, and problem-solving strategies — some of the very concepts and talents necessary to support true computer literacy. Much more importantly, the game inculcates higher human and cultural values. Achieving game objectives requires the player to emulate productive social activities, to display a generous nature, to be persistent in the face of difficulty, and to respect and work within established institutional constraints.

ORDERING INFORMATION: GNOSIS VII is available for $19.95 at your local software dealer or direct from Magnetic Harvest. Disk booting and integrity of medium are fully guaranteed. Full user support is one of our basic commitments. Dealer inquiries are invited.

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